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Years ago, Erik wrote some articles about using Remote Scripting in web browsers. These articles are available at the following links:

- [Remote scripting using a servlet](#)
- [Sending rich messages between client and server using asynchronous messaging](#)
- [Pushing Messages to a Browser Using Remote Scripting](#)

The online demo of remote scripting is no longer hosted here. Please refer to the articles above for the code and documentation. Also, please do not contact Erik directly with support questions regarding remote scripting.



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Remote Scripting

Erik's Articles about Remote Scripting

- [Remote scripting using a servlet](#)
- Two more articles on the way! Stay tuned...

Examples from the articles

- Example from the first article coming soon
- [RSMessaging](#) (from the second up and coming developerWorks article).
- [Javadocs](#)

Resources

- Read Microsoft's documentation on [remote scripting](#).
- Download [Brent Ashley's JSRS](#).



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JavaScript EE, Part 1: Run JavaScript files on the server side

Learn how to use the `javax.script` API in Ajax and Java EE applications

Level: Intermediate

Andrei Cioroianu, Senior Java Developer and Consultant, Devsphere

16 Dec 2008

Combine JavaScript with Java™ code on the server to get the freedom to use the same JavaScript routines on both servers and clients. In addition, the techniques presented throughout this series will allow you to maintain a single code base for both Ajax and non-Ajax clients. Because much of the server-side code would still be written in the Java language, you'll find it necessary to expose the Java Platform, Enterprise Edition (Java EE) features to JavaScript. In this series, learn how to run JavaScript files on the server side, call remote JavaScript functions with Ajax, and use the Java Scripting API with the JavaServer Pages (JSP) technology.

Typical Ajax applications use JavaScript on the client side and a different language, such as Java, on the server side. As a result, developers must implement some of their routines twice, using JavaScript for the Web browser and another language for the server. This double-coding issue can be avoided by using JavaScript combined with Java code on the server side, getting full support of scripting languages through the `javax.script` API. In addition, the Java SE Development Kit (JDK) 6 already includes Mozilla's Rhino JavaScript engine, which means no setup is required.

In this first article of the series, you will use a simple script runner that lets you execute JavaScript files within a Java EE application. Scripts will have access to the so-called "implicit objects" that are used in JSP pages, such as `application`, `session`, `request`, and `response`. Most of the samples consist of reusable code so that you can easily start using JavaScript on the server in your own applications.

Using the `javax.script` API

This section provides an overview of the `javax.script` API. You will learn how to execute scripts that access Java objects, invoke JavaScript functions from your Java code, and implement a caching mechanism for the compiled scripts.

Executing scripts

The `javax.script` API is very simple. You start by creating a `ScriptEngineManager` instance, which lets you obtain a `ScriptEngine` object (see Listing 1), using one of the following methods:

- `getEngineByName()`
- `getEngineByExtension()`
- `getEngineByMimeType()`

Listing 1. Getting a `ScriptEngine` instance

```
import javax.script.*;
...
ScriptEngineManager manager = new ScriptEngineManager();
ScriptEngine engine = manager.getEngineByName("JavaScript");
...
engine.eval(...);
```

You can also obtain the list of available script engines with `getEngineFactories()`. Currently, only the JavaScript engine is bundled with JDK 6, but `ScriptEngineManager` implements a discovery mechanism for third-party engines that support *JSR-223 Scripting for the Java Platform* (see [Resources](#)). You just have to place the JAR files of the script engines in your CLASSPATH.

After you get the `javax.script.ScriptEngine` instance, you can call `eval()` to execute scripts. You can also export